SUN, SEA & SAND

Author:
Corné van Moorsel
Artwork:
Christof Tisch

Number of players: **2–5**   Duration: **1 hour**   Ages: **10–100**

You live on the coast of a small idyllic island, suddenly discovered by the tourism industry. Each week new tourists arrive at the harbor, looking for sea, beach, comfort or sporting attractions. But the island doesn't have many hotels and facilities yet. So …
With your family you start building chalets to lodge tourists, and attractions to persuade them to stay longer.
These tourists bring income which you can reinvest in your resort.
Try to get high ratings in the travel guides by making your resort the most impressive!

CONTENT & PREPARATION

8. Place the 4x18 **tourists** as stock near the tourist boats. **The stock of tourists and chalets is unlimited,** so improvise if you need more.

7. Shuffle the 32 **tourist boats**. Randomly place 8 of them at the docks numbered 1 to 8. These show the tourists coming to the island in weeks 1 to 8.

6. Place the **chalets** near the board.

9. Place between each 2 neighboring players 1 **beach tile**.

5. Place the 5 ›Welcome‹, 4 ›Open‹, 3 ›Hotel‹ and 2 blue **signs** on their spots.

4. Place the **money markers** in the player colors on **13** at the money track.

10. Place the **attractions board**. In case of 5 players you place this board adjacent to the 8 tourist boats. In case of 4 players, shift the board over these 8 tiles, towards the number 4 on the boats (as in this picture). In case of 3 players, shift it further to the number 3 and in case of 2 players to number 2.

3. Give each player 5 **family members (FM)** in their color. Place 2 FM on time slot **1**, and your remaining 3 FM at home on your hotelier board.

2. Place the **time slots board**.

12. Place the **help tile.**

11. Place the 12 different **attractions** on their spots.
In case of 5 players: all 4 of each attraction.
In case of 4 players: 3 of each attraction.
In case of 3 players: 2 of each attraction.
In case of 2 players: 1 of each attraction.
Exception in case of 2, 3 or 4 players:
Place a number of **bars** equal to the number of players.

1. Each player takes a **hotelier board**.

13. Determine a start player. Place the **shell** at the start player.

1

MONEY & TIME

Each turn one of your family members undertakes one action. 3 different icons show how much **money** and **time** an action costs and how much it improves your resort (**victory points**).

5 *Money: the price for an action.*

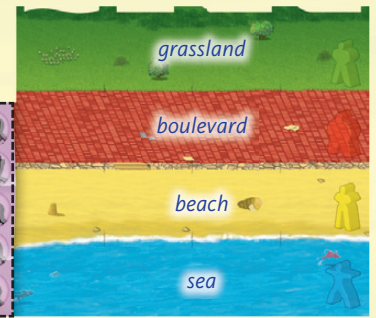**3** *Time: how long it occupies your family member (FM).*

5 *Victory points.*

HOTELIER BOARD

Each player has a piece of land at the coast. That is your empty start landscape.

*Home: During the game always hold your available FM on this space!*

Bookings spaces for future weeks tourists.

grassland

boulevard

beach

sea

TOURISTS

The 8 tourist boats show the demand for chalets in weeks 1 to 8. (The opposite sides play no role.) At each space the number of depicted persons is the number of chalets you need for lodging the tourist group. The colors show if they like **sea (blue)**, **beach (yellow)**, **comfort (red)** or **sporting (green)** attractions.

A set-up for 2 players. With 2 players you only use 5 spaces per tourist boat, including the backpacker space (with the bag). With 3 players you use 7 spaces, with 4 players 9 and with 5 players all 11 spaces.

← *Week 1*

Each space shows a group of tourists their demand for chalets.

← *Week 8*
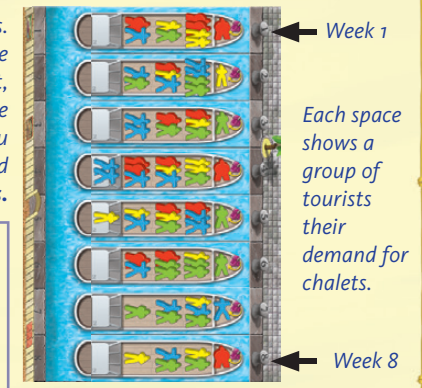
HOLIDAY SEASON

The holiday season at your island lasts **8 weeks**.

WEEKS

Each week, the following phases occur in this order:

A. WORK
Choose an action for each FM at home.

B. BACKPACKER
Backpackers travel around.

C. INCOME
Your tourists pay.

D. TIME
Time shifts one week further.

A. WORK

For each FM at home you choose 1 out of 4 possible actions. *So in the first week each player does 3 actions.* **You execute each chosen action immediately!** The start player first chooses an action for 1 FM. Turns continue clockwise until all FM are used.

Example: In week 5 in a 3 player game Bo has 3, Guy has 1, and John has 4 FM at home. Bo is the start player this week and Guy is her left-hand neighbor. Then the order for choosing actions is: Bo–Guy–John–Bo–John–Bo–John–John.

The possible actions are marked by a palm tree:

: 🏠 **Build chalets**   🧍🧍🧍 **Pick-up or book tourists**   ☀ **Build an attraction**   🚩 **Place a sign**

Each action costs **time**: Place your FM in the right time slot . Some actions cost **money**: Shift your money marker accordingly.

🏠 BUILD CHALETS

You can build 1, 2, 3 or 4 new chalets, which you place in the corner of your hotelier board.

Costs: Time: 2 weeks, place your FM in time slot **2**.
The chalets keep your FM busy 2 weeks but are ready for rent immediately.
Money: Pay $$$1 for 1 chalet, $$$ 3 for 2, $$$ 6 for 3 or $$$ 10 for 4 chalets.

Player Purple chooses to build 3 chalets. He takes these chalets from the stock and places them in the free corner at his board. Purple's FM goes to time slot 2 and the purple money marker goes down by $$$6.

🧍🧍🧍 PICK-UP OR BOOK TOURISTS

• Tourists shown on the tourist boat of the current week (week 1 at the start of the game) arrive at the harbor. You can pick them up. Therefore you place your FM on a group. Take these tourists from the stock and place them in your chalets. **You must have enough chalets available for all these tourists!**

• Instead of picking-up tourists, your FM can spend time to get bookings. Then place your FM on a group of a tourist boat of a later week. If you book tourists from next week, you place these tourists in space **2** on your board. If you book tourists from second-next week, you place these tourists in space **3**, and so on. The backpacker (in the boat space with the bag) you can't book or pick-up, see section B. BACKPACKER.

Costs: Time: Instead of in a time slot , your FM stays on the boat tile. At D. TIME you see how long your FM is occupied.
Money: $$$0.
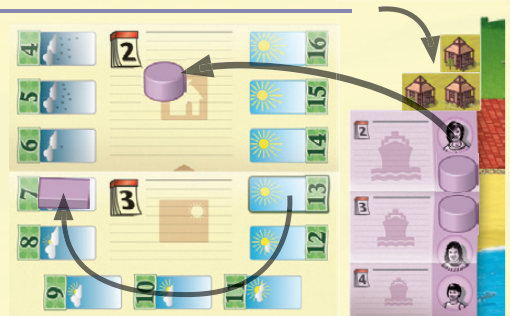
After all players had a turn, it's Purple's turn again. Purple places a FM on a current week tourist boat space: 2 yellow (beach tourists) and 1 blue (sea tourists). Take these tourists from the stock and place them in Purple's chalets. Purple had 3 empty chalets, so couldn't choose the group of 4.

Brown places a FM on a space of the next week boat, so Brown takes these tourists to the 2 space. These tourists are booked now and arrive in the chalets next week.

☀ BUILD AN ATTRACTION

Choose one of the 12 attractions. Place this attraction on the corresponding background on your hotelier board. Place it most to the left, or connected side-to-side or corner-to-corner to an earlier built attraction.
Each attraction you can only build once!
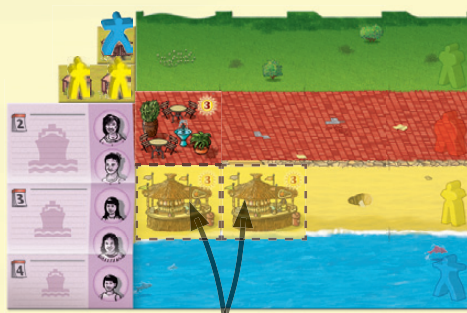After buying, you shift the remaining pile of this attraction so that the new price will be $$$1 higher.
Costs: Time: 3 weeks, place your FM in time slot **3**.
A new attraction occupies your FM 3 weeks but is available immediately.
Money: The prices are shown on the attractions board.

Purple builds a terrace and must place this most leftward on the boulevard.

The terrace costs $$$6. For the next buyer it will cost $$$7.

If Purple's next attraction will be a beach bar, then Purple builds it on one of these 2 spots, leftward on the beach or/and connected to the terrace tile.

⚑ PLACE A SIGN

Take the **Welcome** sign to put in its spot above your board. If you placed this sign in an earlier turn, then you place the **Open** sign, later the **Hotel** sign and the **blue sign** last. If the sign is not available, then you take the next available sign in this order.
Costs: Time: 1 week, place your FM in time slot **1**.
Money: $$$0.
If you can't place a new sign, you are allowed to pass, which means that you only place your FM in time slot **1**.

A player places a sign. With signs you have more chance that backpackers find your resort.
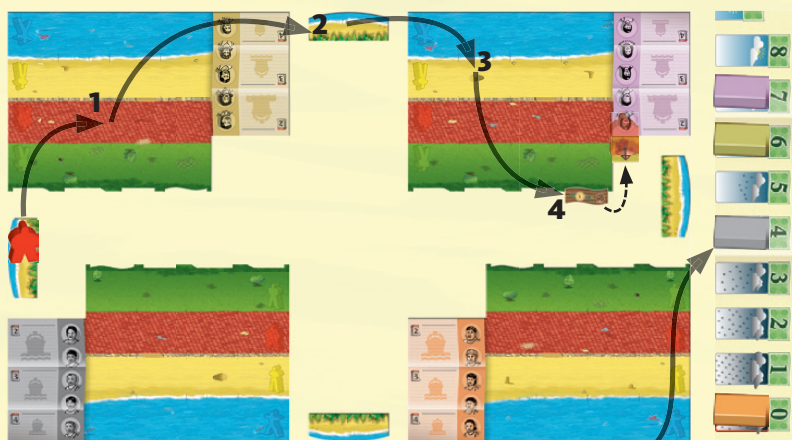
🎒 B. BACKPACKER

After all FM are used, backpackers travel around the island. Take the backpacker of the current week tourist boat (in the space with the bag) from the stock.
Place it on the beach tile at the left side of the poorest-player-with-money (so excluding players who have $$$0). If several players tie at the lowest money spot above 0, then the top marker (which arrived at that spot latest) is the poorest-player-with-money.
Now all backpackers on beach tiles move clockwise around the island (table), by a number of ›steps‹ equal to the amount of money of the poorest-player-with-money. The steps around the table are: each **hotelier board**, each **beach tile** and each **sign**. If the last step goes to a beach tile, then the backpacker stays there this week. If the last step of the backpacker goes to your hotelier board or sign, then the backpacker checks-in in your resort. But if you have no free chalet, the backpacker moves further to the next beach tile.
Exception: If all players have $$$0 money, then place the new backpacker on the beach tile at the left side of the player with the top money marker and all backpackers do not move.

After all FM are used, Grey is lowest on the money track above $$$0. So place the backpacker at the left side of player Grey. Grey has $$$4, so the backpacker moves 4 ›steps‹, passing the brown resort, then a beach tile, then Purple's resort and ending at the sign. So the backpacker goes into a free bungalow in Purple's resort.
If Grey had $$$5, or if Purple had no free chalet, the backpacker would end at the next beach tile. Then he would move again next week, by the same number of ›steps‹ as next week's new backpacker.

🟩 C. INCOME

Each rented chalet brings $$$1 income. Count your number of tourists to calculate your income.
Extra income: When you build the bar on the boulevard, each tourist in the bar brings $$$1 extra income.
Adjust the start player money marker first, followed clockwise by the other players. Having $$$20 is the maximum (extra you lose).

Purple has 3 tourists. So the income for Purple is $$$3. Purple had $$$1 money. Shift the Purple money marker from $$$1 to $$$4.

Here Brown has 7 tourists: 3 in their chalets and 4 at the attractions. That makes $$$7 income.
2 tourists are in the bar, so Brown gets $$$7 + $$$2 = $$$9 income. The 3 booked tourists will bring income next week.

D. TIME

The time shifts 1 week further:

1 – Remove the tourist boat from this week. All FM at this boat go back to their homes. The FM busy with bookings, so at the other tourist boats, stay on their spaces.

2 – Take all FM from time slot 1 back to their homes. Shift the FM from time slot **2** to **1**, and from slot **3** to **2**.

3a – Tourists in your resort first stay 1 week, but stay 1 week longer for each attraction of their liking (thus maximum 3 weeks extra). To keep track of this, **tourists on an attraction tile shift to the next attraction in their color**, from left to right (always !). **Tourists in chalets shift to the most leftward attraction of their color.** Tourists which can't shift to an attraction, leave your resort. Return them to the stock of tourists. Tourists at attractions still rent their chalet, so your number of chalets must be at least equal to the number of tourists at chalets and attractions together.

3b – The booked tourists also shift, ›1 week further‹, from space **2** into your chalets, from space **3** to **2**, and from **4** to **3**. You should have chalets free for the booked tourists which arrive now. **Each tourist which you cannot lodge costs you $$$1.** Return that tourist to the stock, you can choose the color.
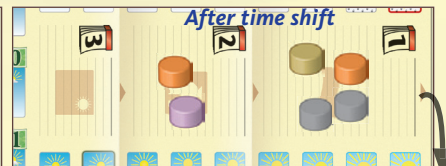
4 – Shift the shell clockwise to the next player, who becomes the start player in the new week.

*Remove the current week boat. The 5 FM go back to their home spots on the hotelier boards. The next boat, with a **grey** and **brown** FM, is the new week tourist boat. The **grey** and **brown** FM stay on that boat.*
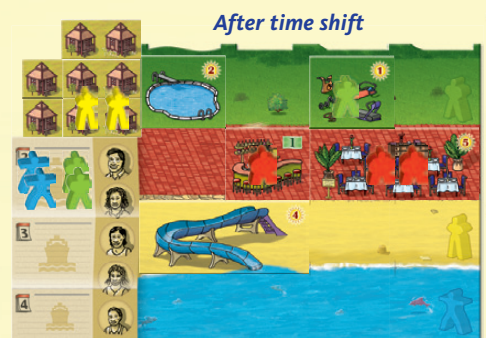

Before time shift — *After time shift*

*Bring the FM in time slot **1** back to their homes on the hotelier boards. Shift the FM from time slot **2** to slot **1**, so these you will get back next week. The FM at time slot **3** (3 weeks busy) go to slot **2** (still 2 weeks busy).*

Before time shift — *After time shift*

*Brown has 4 tourists at the attractions, 3 in the chalets, 2 booked for next week and 4 for second-next week. The **2 comfort tourists** at the bar and the **sporting tourist** at the pool stay 1 week longer because there is another attraction to their liking. The **beach tourist** leaves, because there is no other beach attraction. The **blue tourists** in the chalets leave too, because there are no sea attractions. The **red tourist** in a chalet goes to the bar. The **2 yellow booked tourists** arrive. So 6 of the 8 chalets are rented and 2 are free. The other 4 booked tourists shift one week further.*

☀ BEST RESORT

In week 8 only execute A. WORK and B. BACKPACKER, not C. INCOME or D. TIME!

Whose resort makes the best impression at the end of the season?

• Each **tourist** is 1 victory point (vp). If the total of victory points is equal, the player with the most tourists wins.
• Each **sign** is 1 vp.
• Each **attraction** shows its vp in the sun icon.
• Count how many separated **land and/or sea areas** without attractions your hotelier board has. Each area is 1 vp (for integrating the landscape between the attractions).

Money gives no vp. Use the money track for counting vp. When you pass 20 points, place a FM on number 20 and count further at number 1.

*End score **Brown**:*
*9 tourists: **9 points**. 2 signs: **2 points**.*
*Attractions: 2+1+0(bar)+5+4+4 = **16 points**.*
*The landscape is divided in 5 separated areas (numbered in the picture) without attractions, so that brings **5 points**.*
TOTAL: 9+2+16+5 = 32 victory points.

*End score **Purple**:*
*10 chalets, 2 are empty, 8 have tourists: **8 points**.*
*0 signs: **0 points**.*
*Attractions: 6+3+3+4+5 = **21 points**.*
*The landscape is divided in 4 separated areas: **4 points**.*
TOTAL: 8+0+21+4 = 33 victory points.